

In the Claims:

Please amend claims 1, 3, 6, 7, 9 and 10 as follows:

1. (Currently Amended) A host terminal emulation program that operates a client computer, a monitor being connected to the client computer for displaying screens and a communication control unit being connected to the client computer for transmitting/receiving data to/from a host computer, said emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting, when the coordinate at which said first attribute is set represents the upper left corner of the screen, said GUI screen data with reference to the coordinate at which said first attribute is set by deleting said GUI parts; and

displaying a screen based on the corrected GUI screen data on said monitor;

~~wherein said GUI screen data is corrected to delete said GUI parts when the coordinate at which said first attribute is set represents the upper left corner of the screen.~~

2. (Canceled)

3. (Currently Amended) A host terminal emulation program that operates a client computer, a monitor being connected to the client computer for displaying screens and a communication control unit being connected to the client computer for transmitting/receiving data to/from a host computer, said emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting, when a coordinate at which said second attribute is set is detected and a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set, the

GUI screen data with reference to the coordinate at which said second attribute is set ~~when a coordinate at which said second attribute is detected~~ by reforming said GUI parts; and

displaying a screen based on the corrected GUI screen data on said monitor;

~~wherein said GUI screen data is corrected to transform said GUI parts when a coordinate at which said second attribute is detected and a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set.~~

4. (Canceled)

5. (Canceled)

6. (Currently Amended) A host terminal emulation method running on a client computer that transmits/receives data to/from a host computer, said emulation method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in character user interface (CUI) screen data generated in said host computer when CUI screen data is received from said host computer;

generating GUI screen data in which graphical user interface (GUI) parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting, when the coordinate at which said first attribute is set represents the upper left corner of the screen, said GUI screen data with reference to the coordinate at which said first attribute is set by deleting said GUI parts; and

displaying a screen based on the corrected GUI screen data on a monitor;

~~wherein said GUI screen data is corrected to delete said GUI parts when the coordinate at which said first attribute is set represents the upper left corner of the screen.~~

7. (Currently Amended) A host terminal emulation method running on a client computer that transmits/receives data to/from a host computer, said emulation method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in character user interface (CUI) screen data generated in said host computer when CUI screen data is received from said host computer;

generating graphical user interface (GUI) screen data in which parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting, when a coordinate at which said second attribute is set is detected and a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set, the GUI screen data with reference to the coordinate at which said second attribute is set~~when a coordinate at which said second attribute is detected~~by reforming said GUI parts; and

displaying a screen based on the corrected GUI screen data on a monitor;

~~wherein said GUI screen data is corrected to transform said GUI parts when a coordinate at which said second attribute is detected and a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set.~~

8. (Canceled)

9. (Currently Amended) A computer-readable medium that contains a host terminal emulation program that operates a client computer, a monitor being connected to the client computer for displaying screens, and a communication control unit being connected to the client computer for transmitting/receiving data to/from a host computer, said emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting, when the coordinate at which said first attribute is set represents the upper left corner of the screen, said GUI screen data with reference to the coordinate at which said first attribute is set by deleting said GUI parts; and

displaying a screen based on the corrected GUI screen data on said monitor;

~~wherein said GUI screen data is corrected to delete said GUI parts when the coordinate at which said first attribute is set represents the upper left corner of the screen.~~

10. (Currently Amended) A computer-readable medium that contains a host terminal emulation program that operates a client computer, a monitor being connected to the client computer for displaying screens and a communication control unit being connected to the client computer for transmitting/receiving data to/from a host computer, said emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting, when a coordinate at which said second attribute is set is detected and a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set, the GUI screen data with reference to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected by reforming said GUI parts; and

displaying a screen based on the corrected GUI screen data on said monitor;

~~wherein said GUI screen data is corrected to transform said GUI parts when a coordinate at which said second attribute is detected and a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set.~~

11. (Canceled)